

# IMPASSABLE

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## RECENT TRADES AND OPENINGS

Washington Reports. Doug Beyerlein, 3934 S.W. Southern, Seattle, WA 98136. "This zine is for the discussion of subjects that the editor and readers find interesting. Usually, but not always, this means Diplomacy rating systems." Subs are 10/\$2. This is a superlative publication on ratings since Doug is one of the leading experts on rating systems. If you like to read up on rating systems and ratings of various players--then you must grab this steal! Doug is the organizer of the Beyerlein Player Poll, and if I don't forget, that'll be included in this issue of Impassable.

Midwestern Courier. Ray Bowers, 11870 Twillwood Dr., St. Louis, Missouri 63128. Sub rate is 10/\$1. There are no openings, but this zine is interesting for its running "debate" on marijuana. Not to forget, Ray also publishes the Census. It lists all active players/gamesmasters/publishers in the hobby. I believe it is quarterly and sells for \$1.00 a year. Better check with him. Worth it if you like people.

The Book of Stab. 19160 Olympia St., Northridge, CA 91324. This new zine is being put out by a triumpherate of dippy nuts. Their first issue was printed well, but you should read their sentences! Ex: "Well, here it is, the pugnacious paper publication which you have been waiting with baited breath (a handy way to catch lung-fish)." Well, I always thought the hobby would sooner or later go over the brink... .

The three co-publishers are: K. T. Guggenheim, Randolph Bart, and George Wallace. Somehow, I don't think that's right! Me thinks that they have five publishers--to find out, why don't you sub to it? Anyhow, this issue contained a little variant game based on Alabama. If you're still interested in the freak-out, then send your \$1 for 8 issues. Game fee is \$2.00 (\$1 refunded if you finish) + a sub for duration of the game. Games they'll have: regular Dippy, Youngstown Variant, Twin Earths II, and Anarchy.

The Arena. Edi Birsan, RD1 Smithtown Rd., Fishkill, NY 12524. Sub rate is 12/\$2. No openings. This is an ego-inflated game zine. Better be prepared to be Edited to death with his opinions plus picking up a wealth of information from the country's leading player (for now...). If anyone can tell me what was offered by Edi in his issue #33, I will give one free random available back issue of Impassable....to the first person, that is!

Rename. Conrad von Metzke, P.O. Box 8342, San Diego, CA 92102. This is my first trade issue of Rename, and I can't tell you what it is--exactly. Apparently, it is a large press oriented zine carrying six variant games. Unfortunately, there are no openings. Rules for the Cline 9-man Game were included. Sub rate is a rip-off of 12 per two-sided page plus postage. ((I ask you, Conrad, when since a piece of paper doesn't have two sides?)) He says to deposit some money and let him keep the books. If you're interested in following variants such as: Cline Nine-man, Ancient Hebrew Kingdom, Black Hole, etc. then you might as well risk Conrad's bookkeeping!

Circle Trigon. Bob Ward, 8665 Floring Rd., #176, Sacramento, CA 95828. Sub rate is 8 issues for \$1.00. A nice little zine which the publisher calls his "Plaything." No openings, but has good press. If you like to think small but deluxe, gamble on this steady zine.

Johnus. John Hulland, R.R.#4, Guelph, Ont., Canada, N1H 6J1. Egads, another new zine! I believe this one's going to be small as it really going to be a segregated gamezine! He has invited several well-known postal

(cont. next page)

players whose first name is, (what else?) John! I had to decline due to pressing work, but will standby for this one. Heh, heh, now we Johns of the World have United! Beware you poor non-Johns! We will now reign over the hobby! Step aside you poor blokes! Game fee is \$3.00 for anybody who has John for his first name. I guess there won't be any subscriptions as who would want to read such discriminating taste?!

K.35. Published by the nut who publishes Rename (see above). The best way to start describing is the first page, right? Well, on this issue I'm holding at arm's length is a comic strip: Chess Nuts by Phil Fuckley. Being an avid Chess fan, this strip was considered by me as very demeaning of the intellectual activity. Oh well, at least Bill Buckley got it too... So, with such an auspicious start the reader is treated to a weird brand of presszine. I thought that press went with a game, but I couldn't find the game! But when I looked longer, I found it under a pile of words. Seems to be at least mildly interesting for game freaks and extraordinarily interesting for press freaks--take you pick. The sub rate is a penny per sheet of paper plus postage. Same money and bookkeeping arrangement as for Rename. Sounds familiar? At least to some, K.35 should bring back old memories of the time when it was one of the premier gamezines. Well, that is what Conrad says 'cause I wasn't around then!

Graustark. John Boardman, 234 East 19th St., Brooklyn, NY 11226. In the beginning, God created Graustark; and Graustark begat a whole host of gamezines that today make up the hobby. The grandfather of them all is available at a sub rate of 8 issues for a dollar.

The Silmarilli. Chic Hilliker, P.O. Box 1195, Bloomington, IN 47401. Sub rate is 8/\$1. There are openings for a game that will start in October. Game fee will be \$6. This is a regular game, so get ready to snap it up--I think game openings may get scarce in October. What with all the other shortages we're having in this country, I can't see what else could be overlooked! .

Everything. Published by the nut who put out K.35 (see above). Sub rate is \$3 for a year's worth. Zine covers reports on new games started, old games finished, and other trivia related to game statistics. If I haven't advertised everything he puts out, I haven't read Everything!

Claw & Fang. Don Horton, 16 Jordan Ct., Sacramento, CA 95826. Sub rate is 8 issues for \$1.00. Has a few openings left, I think, in his two seasons game. A fast moving game where each game year will only take one month to play. The gamefee is \$5.00 for this speedy jobynobythingmajing. I HAVE AN ANNOUNCEMENT TO MAKE, FOLKS! The Zine previously listed as Rename is incorrect. It is in fact called, Name. I hope I've finished with that San Diegoian! The Gamesletter. Don Miller, 12315 Judson Rd., Wheaton, MD 20906. Sub for this genzine is 10/\$2 or 25¢ each. Primary contents includes complete listing of the contents of other amateur publications in the hobby plus some wargaming zines also. Worth your money to find out what the others are putting into their gamezines. Also has chess articles on fairy chess, books, game reviews of the Fischer-Spassky series, etc. An old-time publisher who is still putting out excellent material!

Berserker. Doug Ronson, 864 Ingersoll Ct., Mississauga, Ontario, Canada L5J 2S1. A relative newcomer zine, I have issue #6 and a new trade for Impassable. This zine has 1 regular dippy opening at \$5 (probably "had" by now), and five Viking variant game openings at \$3.00. Subs are 15 for \$2.00. Worth a try if you're in a Viking mood!

Pellucidar. Burt Labelle, Forest Park #23, Biddeford, ME 04005. Sub rate is 10/\$2. No openings, but is a good little second class gamezine (I didn't say "second class" you did, Burt! First class zines, according to Burt are those: 1) has 10+ games, and a 2) circulation of 100-150+. That makes you know what\*FIRST CLASS!) Oh well, Burt is working hard on making Pellucidar a first class zine. So, he's adding more games and more people, but the games already have a waiting list! I guess it won't be long until Impassable has company.

#### DIPPY NEWS FROM AROUND THE WORLD

\*\*Well folks, it looks as if Canada's dippy power shrank a few spots when big time publisher Mark Weidmark mailed out his Canuck Publications' Last Will and Testament. A heck of a lot of games are going orphan style, but at least Mark is leaving the publishing area by paying back what he owes to the players. Some haven't bothered to even notify their players! \*Horrors! You mean you don't know? Egads!

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## Scotice Scripti III, Winter 1017

IS IT THE CALM BEFORE THE BIG STORM? HEH?

CONNACHT(Schleinkofer): SP

ENGLAND(Swies): SP

KYMRU(Reinsel): SP

LEINSTER(Hilliker): B F Dublin

MUNSTER(Dick): SP

ORKNLY(Keller): B F Man

SCOTLAND(Tonnesen): R A Sutherland

ULSTER(Nielsen): NMR, GM removes A Breffny

SPRING 1017 ORDERS due Friday, September 7, 1973 at noon, EDST.

## Winter 1017 Positions:

Connacht: A Sli, A Tua; England: A Che (1);

Kymru: A Glo, A Bue, A Deh, F Car, F Gwy, A Deh, F Mon, A Str (7); Leinster: A Ros, A Ang, F Boi, F CaB, A Mor, F Dub (6);

Munster: F GaB, A Tho, A Cas, A Lei, A Lim (5); Orkney: F WIF, F Don, F Iri, A Cai, F Man (5); Scotland: A Der, A Cum, F ChB, F Sol, F Dal, F Kin, F Lor(NC) (7); Ulster:

A Ern, F Dow, F DrE

## Press:

Cork: In grand and lavish ceremonies, King MacDougal was coronated after the untimely demise of King Coop while fighting the forces of Connacht.

In his first war cabinet meeting, MacDougal stated that he would review the treaties formed under the previous ruler. One thing was for certain, though. He would do everything in his power to avenge the late King's death.

Scone: King Malcom hopes his declaration of war did not cause the Ruler of Kymru to quit, i.e. give up his crown and leave the land! But King Malcom realizes that anyone with four enemies and no ally does have a problem.

Cork, Dec. 14: Issued on this day, Dec. 14, 1017 is the Royal Proclamation calling for total and absolute destruction of the northern province of Connacht.

It is decreed that the County of Tuam in the province of Connacht shall be raised to the ground till not one stone nor timber is left standing. Long live Munster, long live King MacDougal.

Stonehenge: The great stone coughed up the following piece of wisdom: Ones does not fight to his front with out first making sure of his rear is secure. Beware he who attacks with abandoness!

## Game 1970BJ, Autumn &amp; Winter 1908

New Player for England: Thomas Keller, 317 E. 12th St., New Albany, IN 47150

Autumn 1908: Italy (NMR) GM disbands retreating F Smy.

## Winter 1908:

Austria(Beyerlein): SP

England(Keller): SP

Germany(Mahler): R F Bal

Italy(Phillips): B A Ven, F Nap, A Lvp/imp/

Russia(Richter): SP

SPRING 1909 ORDERS due Friday, Sept. 7, 1973 at noon, EDST.

## Winter 1908 Positions:

Austria: A Ukr, A Rum, A War, A Sil, A Vie, A Gal, A Ber, A Bul, A Con, F Smy (10);

England: F Edi, F Nth (2); Germany: A Ruh, F Hol, A Kie (3); Italy: F Aeg, F NAT, F Lvp, A Par, A Mun, F Eng, A Bel, A Tri, A Tyo, A Pie, A Ven, F Nap (12) will be 1 short;

Russia: A Ank, A Arm, F Bla, A Mos, A Liv, F Swe (6)

Vote on draw: 4 Yes, 1 No (Italy). Another call for a draw is asked by Germany. So, please send your votes in by Sept. 1. It looks like it is up to Italy to go for a draw or to fight it out. Well Andy?

## Press:

Wishful thinker?, Baltic: I guess Coop chickened out. Don't forget the Phillips. O.K. gang, Howard you like to prepare King Andrew's grave? On your Marks, get set, Doug.

Rome (Lvp): It's a bit late for that, Mark. Asking the other powers to do and die for the greater glory of Russia is just a bit much. Especially when they look at your stabs.

Moscow: The Czar votes yes to a draw, and agrees also to Germany's proposal to destroy Italy if he votes no.

## Game 1972AZ, Autumn &amp; Winter 1907

## TURKEY'S GONE WHILE ENGLISH POWER GROWS

Fall 1907 Revisited: Fra F Wes-Tun failed.

Autumn 1907: Austria R F Ion-Gre  
(cont. next page)

Winter 1907:

AUSTRIA(Osmanson): SP

ENGLAND(Wiskow): B A Lon, A Edi

FRANCE(Mahler): R A Rom

ITALY(Hollingsworth): SP

TURKEY(out of game)

SPRING 1908 ORDERS due Friday, Sept. 7, 1973 at noon, EDST.

Winter 1907 Positions:

Austria: A Tyr, A Boh, F Aeg, A Liv, A War, A Ank, A Gal, A Smy, A Tri, A Sev, F Gre (11); England: A Mos, F Bot, F Bal, A StP, A Pru, A Ber, A Den, F Nth, A Mun, A Ruh, A Lon, A Edi, F Bar (13); France: A Bur, A Pie, A Ven, A Apu, F Eas, F Nap, F Tyr, F Wes, F Ion (9); Italy: F Con (1)

Fall 1907 Revisited Again: Overlooked the printing of two moves: England: F Bar-StP and France: F Tyr-Ion.

Press:

Radio Free Clyde: My, my! We certainly haven't seen much press from Osmo the Austro. Could it be he is a bit depressed at the recent turn of events? Don't worry, Osmo, it will all be over soon. That applies to your little Italian friend, also. But then, we all know that already, don't we?

Gen. Hatton: Austria is putting up a hot-damn scrap for a draw. They might just luck out--if the Limies and the Frogs don't shape up. I have two more winners in other games. BEEILNNPYY and ABBEKLNNNTY. Please rearrange the letters. Tanks. U-boat welcome.

Stephan of LWOW: Hugo's back and there's gonna be trouble. Hay-na, Hay-na, the Baker's back. What makes him think Poland's where his home lies. Hay-na...

Game 1972BG, Summer & Fall 1907

Spring 1907 Revisited: Tur F Smy was forced to retreat.

Summer 1907: England R A Kie-Den, Italy R A Gas-Mar, and Turkey R F Smy-Eas

RUSSIANS IN HOLLAND??? GOODBYE TO FRANCE AND TURKEY! AUSTRIA AND ITALY BOTH GAIN 1

Fall 1907:

AUSTRIA(Pyle): A Mun-Ruh, A Tyr-Mun, A Sil-Ber, A Boh-Sil, A Vie-Boh, A War S A

Ukr-Mos, A Ukr-Mos, A Rum H, A Bul S F Con, F Con S Ita F Smy

ENGLAND(Keller): A Den-Kie, F Swe-Den, F Nth-Nor, F NAT S F Iri-Mid, F Iri-Mid, A Lon-Bel, F Eng C A Lon-Bel, A Gas-Par, A Bre S A Gas-Par, A Pic S A Gas-Par

FRANCE(Murray): A Par H/a/

ITALY(Hrbek): F Mid-Spa(NC), F Por S F Mid-Spa(NC), F Tyr-Wes, A NAf H, F Smy H, A Bur-Bel, A Mar-Gas

RUSSIA(Fish): A Ber-Kie, F Kie-Hol, A Pru-Liv, A StP-Nor, A Arm-Sev

TURKEY(Tovson): F Eas-Smy

WINTER 1907 ORDERS due Friday, Sept. 7, 1973 at noon, EDST.

Fall 1907 Supply Center Chart:

Austria: Home, Ser, Gre, Bul, Mun, Rum, Con, War, Mos (11) Bl

England: Home, Nor, Den, Bel, ~~Mer~~, Swe, Kie, Bre, Par (10) SP

France: Par (0) is out of game

Italy: Home, Por, Spa, Tun, Mar, Smy (8) Bl

Russia: Sev, ~~Mos~~, StP, Ank, Ber, Hol (5) SP

Turkey: ~~Smy~~ (0) Rl, out of game

Press:

Paris: No moves were sent in because I am lazy and the army did what I wanted it to anyways.

Oct. 31, 1907, Transylvania: Out! Out are the lights! All out!

Impassable: The bigger powers are too busy fighting a war to write press releases?

Game 1972BW, Spring 1907

COA: Bill Abbott, 1122 Nielsen Ct., Apt. 4, Ann Arbor, MI 48105

Winter 1906 Revisited: Turkey had F Eas

FRENCH-ITALIAN ALLIANCE FORGES AHEAD. IS ITALY WORRIED ABOUT HIS WAR CHANCES??

Spring 1907:

ENGLAND(Nielsen): NMR. C.O. F Nth-Edi, F Lon-Eng

FRANCE(DePrisco): A Lvp-Edi, F Bre-Eng, F Wal S F Bre-Eng, A Ruh S A Hol-Kie, A Hol-Kie, A Bel-Hol, A Bur-Bel, F Mar-Lyo

GERMANY(Davies): A Kie-Ber, F Ska-Den

ITALY(Lindauer): A Alb-Tri, A Boh S A Mun-Sil, A Bud S A Ser-Rum, A Gal-Ukr/r/, A Mun-Sil, A Ser-Rum, A Tyr-Mun, (cont. next page)

F Apu-Adr, F Nap S F Tun-Ion, F Tun-Ion  
 RUSSIA(Knudsen): F Nor H, F Swe-Bal, A StP-Liv, A War-Gal, A Ukr S A War-Gal, A Rum S A War-Gal, A Sil S Ger A Kie-Ber/r  
 TURKEY(Abbott): F Ion-Alb, A Gre S F Ion-Alb, A Bul S Rus A Rum H, F Eas-Ion, F Aeg S F Eas-Ion

SUMMER & FALL 1907 ORDERS due Friday, Sept. 7, 1973 at noon, EDST.

A vote on a draw has been called. Please send your votes in by the above deadline.

Press:

Peace?: Is anyone interested in ending this game and calling it a draw? There is a lot to gain by a draw, namely: survival for all; saving a lot of time, but even more important; preventing a lot of hard feelings. Also, by calling it a draw, you gain a lot more friends and potential allies in other games. I may sound like a prophet, but nevertheless, I think that a draw is the easy way out for everyone, and I'd like to call for a vote on it.

Zurich, Switzerland: These past few weeks, a lull in the fighting has become evident, and no major battles have been fought since the late days of the Fall. Winter is upon us now, and all the armies of the European nations have dug into positions and are now fighting the cold and the snow. Winter, however, will not last forever, and come Spring the armies and navies of all Europe will again be on the move; and what a Spring it will be!

Game 1972CD, Autumn & Winter 1906

Fall 1906 Supply Center Chart Revisited: Italy also owns Greece and thus builds 1. Also, Turkey removes 2 units, not 1.

Autumn 1906: Italy R F Tyr-Nap, Russia R F Nor-Bar, and Turkey D F Gre, A Smy

Winter 1906:

ENGLAND(Schleinkofer): B F Edi, A Lon

FRANCE(McKeon): B A Par

GERMANY (Ray): out of game

ITALY(Morris): B A Ven

RUSSIA(Brennan): R F Bar

TURKEY(Nelson): SP

SPRING 1907 ORDERS due Sept. 7, 1973 at noon, EDST.

Vote on the draw: Only two yes votes (Tur and Rus). Defeated.

Winter 1906 Positions:

England: A Den, F Kie, F Nor, F Nth, F Swe, F Edi, A Lon (7); France: A Mun, A Pie, A Bur, A Bel, A Ber, F Tun, F Tus, F Tyr, F Wes, A Par (10); Italy: A Vie, A Ser, A Rum, A Alb, F Gre, F Rom, F Smy, F Eas, A Ven, F Nap (10); Russia: A Fin, A Mos, A Sev, A Arm (4); Turkey: A Ank, F Aeg, A Bul (3)

Press:

Rome, Dec. 5, 1906: FROGGIES IN ITALY?! The French military has finally done the unforgivable by hopping into the hills and valleys of northwestern Italy. It was bad enough when lily pads were seen floating into the Tyrrhenian over a year ago, but now that the Third Republic has chosen to violate our soil, and Tunis', the War Ministry has sworn to beat back the invaders until they croak!

Game 1972CJ, Fall 1906

New Player for France: Howard Mahler, 7-16 Legget Place, Whitestone, NY 11357  
 Will Doug Nelson take over Germany?

Spring 1906 Revisited: Italy moved A Mar-Bur.

ITALY HOLDS THE LINE, BUT THE RUSKS AND AUSTRIANS BOTH BUILD ONE. HOW MUCH LONGER?

Fall 1906:

AUSTRIA(Verheiden): A Tyr S A Tri-Ven, F Adr-Ion, A Tri-Ven, F Apu S F Adr-Ion, F Aeg S F Adr-Ion, A Hol-Bel, A Bel-Bur, A Gre H, A Ank H, A Rum-Gal, A Vie-Gal, A Ser-Rum

FRANCE(Mahler): F Wal-Lvp

ITALY(Lakofka): A Pie-Tyo, A Bur-Bel, F Nap S F Tyr-Rom, F Tyr-Rom, F Ion-Aeg/r/F Wes-Tun, F Eng S A Bur-Bel, A Pic S A Bur-Bel

RUSSIA(Rumble, er...Wrobel): A Ruh S Aus A Hol-Bel, A Mun S Aus A Bel-Bur, A Ber-Kie, F Nor-Nwg, A StP-Nor, A War H, F Sev II, A Edi-Lvp, F Nth-Eng, F Hel-Nth

AUTUMN & WINTER 1906 ORDERS due Friday, Sept. 7, 1973 at noon, EDST.

Fall 1906 Supply Center Chart: next page



Russia: War (0) is out of game  
Turkey: Home, Bul, Gre (5) SP

Press:

Army Tyrolia to Switzerland (Impossible):

Nobody's perfect!

Impassable: You, sir, have just aroused the ire of the fighting Swiss! You shall pay for your daring failure! We shall see to it that more misfortune shall fall upon your head! (We happen to know a GM in America....)

Glicken Sicken, Germany, Sept. 15:

It was learned today that the former Rear Admiral L. White of the Royal Navy has been forced to go into hiding when he learned that his would-be-executioneers had sent a goon (?) squad to recapture him. A Master of Disguise, the Rear Admiral plans to lose himself in the back alleys of Europe vowing not to be made a scapegoat for the blunders of the insidious Dr.

Thaddeus Leech and his mindless lackeys.

Berlin: In an official bulletin today, the Kaiser denied any involvement of the German government with the escape of Rear Admiral L. White.

Berlin: Thaddeus who?

Game 1972DD, Spring 1906

COA: Don Roll, 6517 Whitethorn Ct., Apt 2B, Indianapolis, IN 46220.

MOSCOW BURNS TO THE GROUND AS GERMANS FINALLY TAKE THE MOTHER CITY! WAR ELSEWHERE IS A BIG STANDOFF! WILL FALL BE BETTER?

AUSTRIA(Leerkamp): A Boh-Sil, A Tyr-Mun, A Gal-War, A Rum-Ukr, A Mos S A Rum-Ukr /a/, A Bul-Con, A Vie-Boh, F Wes-Spa(SC)

ENGLAND(Dick): F Lon H, F Nwg-NAT, F Bar-Nwg, A StP S Ger A War-Mos

FRANCE(Fujihara): A Bel-Bur, A Ber-Sil, A Par-Gas, A Mar-Pie, F Lyo S A Mar-Pie, F Mid-NAf, F Spa(SC) S Ger F Eng-Mid

GERMANY(Chin): A Liv S A War-Mos, A Mun-Tyr, A Nor-Hol, A Ruh-Mun, A War-Mos, F Eng-Mid

ITALY(Roll): F NAF-Mid, F Tyr-Lyo, A Pie-Mar, F Con-Bla, F Smy S Aus A Bul-Con, A Sev S A Mos

TURKEY(Nelson): A Ank H

FALL 1906 ORDERS due Friday, Sept. 7, 1973 at noon, EDST.

Press: (cont. next col)

Munich, Germany, April 3, 1906: A raid was made today by Action Service in Munich, Germany. The special squad was tipped off by a wild boisterous beer drinking contest in one of the more run down sections of the town. A mysterious figure in an English Admiral uniform was winning the contest hands down by emptying great steins of potent brew in one sloppy gulp,

What tipped Action Squad off to his identity other than his uniform was his continuous bad mouthing of England and a curious fear of leeches. By the time the special commandoes broke through crowds surrounding the Vone Mo Glass Beirgarten, the contest was over. Everybody inside, as can be expected, was stoned. They still don't know how he did it, but it must have been some miracle that amid all those blood-shot eyes, red noses and staggering bodies that the Commander made good his escape. For the record, Commander L. White chugged 140 two-quart steins of beer for a new world record. All foreign governments are requested to forward information to London if they come in contact with a drunk staggering British Admiral with one hell of a hangover.

Ocean Press: Rumors continue to persist as to the arrangements made by Italian Admiral Benedicto with certain western nations. Reliable sources indicated that a deal has been made for the surrender of the western Italian fleet. In return for such a surrender, Admiral Benedicto has been offered a villa on the African coast and a life time supply of vino and vino. -to be continued. A certain foreign power: action service? That certainly sounds like one of those consumer groups.

Another certain foreign power: Following the discovery of the special action service Admiral L. White was placed under protective custody and transferred to an undisclosed location.

Impassable: Hey, what's all this bit on Admirals?

Game 1972DF, Summer & Fall 1905

COA: Temp---Bill Schill, c/o Gus Breslaver 1321 East 56th St., Chicago, IL 60637

Summer 1905: Italy R A Pie-Tus

BIG POWERS AFRAID TO ATTACK! WAR AT VIRTUAL STANDSTILL! WILL GERMANY GET GOING AGAIN?

(cont. next page)

Fall 1905:

AUSTRIA(Conner): A Bud-Tri, A Vie-Boh,  
A Ven S A Bud-Tri, A Pie S Fra A Mar H  
ENGLISH(Lindauer): A Liv S A Mos, A Mos  
S Ger A War, F Bre S F Eng-Mid, F Eng-  
Mid, F Nth-Eng, F Spa(SC)-Lyo, F Wes S  
F Spa(SC)-Lyo/r/

FRANCE(Hilliker): F Por H, F Lyo S A Mar,  
A Mar H

GERMANY(Schill): NMR. A Gas H, A Bur H,  
A Mun, A Ruh, A Sil, A Ber, A War, F Hol,  
F Den H (all units hold)

TURKEY(Blank): A Gal H, A Ukr S A Sev,  
A Sev, S A Ukr, A Rum S A Gal, A Rom S  
Aus A Ven H, F Aeg-Ion, F Ion-Tyr, F Tun  
S F Tyr-Wes, F Tyr-Wes

AUTUMN & WINTER 1905 ORDERS due Friday,  
Sept. 7, 1973 at noon, EDST.

Press:

Peking: Emperor Phillips of China announced that kidnappers had informed him that the Austrian train BLUE DANUBE WALTZ had been rail-jacked into Tibet. The kidnappers were asking for a million dollars apiece from England, France, Italy, Austria, Germany, Turkey and Japan (Siberians) for the return of their nationals. Kidnapper leader, Wang Ducktoe Ricter demanded that the money be paid within three days or all would be killed; he concluded by saying they were killing each other so fast that he wasn't too sure that they would last three days!

Impassable: What's 1970BJ doing here?  
ENGLAND: ((severely shortened)) At this point in the game, I find myself in a very sticky situation; and quite frankly, I can only see one easy way out for me. That's if you guys would agree to a draw. What I am proposing is a five-way draw since Italy will probably be out by the end of the year, but if Italy does stay in, then I'm proposing a six-way draw. I'm sure that you all well realize that it's not only I that would benefit from such a draw, but each and every one of you....There is one other group that would benefit from a draw right now, and that is Mr. Boyer and the readers of Impassable. If this game were to end, Mr. Boyer and the readers of Impassable would have more puzzles, articles and loads of other things. With that I'm asking Mr. Boyer to call for a vote on the draw that I have proposed....

Impassable: O.K. SEND IN YOUR VOTES FOR A DRAW, OR NO DRAW, BY SEPT. 7, 1973.

Constantinople: It is with regret that this season Turkey has had to resort to force to attempt to evict the English from the Mediterranean. It seems as though the English had over-stayed their welcome and have been attempting to use the Med Fleet to influence the Austrian-English negotiations which Turkey has a keen interest in.

Constantinople: The Sultan's reply to Wang Ducktoe Ricter's request for a million dollars apiece ransom for the Turkish nationals kidnapped from the Austrian train BLUE DANUBE WALTZ. Since the Turks aboard the train were all members of the Turkish Army, one fears they are already dead since the Turkish army has never been known for its aggressiveness!

Impassable: Must be a telegraph line between Constantinople and Vienna...

#### DIPPY NEWS CONTINUED...

We just want to wish Mark the best of wishes and our thanks he will pull out in an orderly fashion.

\*\*It appears that another drop-out may have happened with Steve "Coop" Cooper and his Armadillo. We last heard (and saw) him at the DipCon last June. Since then, we have had to drop him from all of our games plus attack him in the games we're in together. Well, more news as developments occur...

\*\*The IDA is moving forward with its second general elections. All offices except the President and the Editor (that's me) are up for grabs. Join the I.D.A. at the bargain price of \$1.00 for the half-year left. Throw in another dollar and you can get the Handbook--an excellent collection of new and old dippy articles. I recommend it for those who haven't been playing for much longer than a year. But then, don't take my word just because I printed it! How do you get it? Send your \$1.00 membership due (in check or money order) made out to: International Diplomacy Association to our Vice-Pres/Treasurer, Walter Buchanan, R.R.#3, Lebanon, IN 46052. For the handbook send your \$1.00 (again in check or money order made out to IDA) to me. If you're not a member, then it'll cost you \$2.00. (heh, heh...pretty nifty recruiting program.) \*\*A few other zincs have been missing of late: Tangelo, " ", and Laisons Dangerueses. The latter two, I've heard, are still going. I got LD just the other (cont. next page)

day, and I just got a phone call from James Massar of ". . .". He has been a little busy with summer school. Well, it is nice to know we have some zines left around here. \*\*In England, there is quite an uproar on the IDA. It appears that a few vocal Britons are opposed to having the IDA enter their country! Well, their side will lose a little steam when we invade with an English representative on the IDA Council (not now, but apparently all wrapped up). We hope that they will at least give our British arm a chance to prove that the American arm will not be dominating them. I feel that we must increase the number of international games, and I'm working on a cheap format for such international games. If it works, I'll be able to airmail the whole gamezine at the gamefee of about \$5-6.

\*\*On the homefront, I would like to mention that I have my two variant games: Scotice Scripti III and Europe 1721 (also called 1721 II). Both are available for .25 each. Sooner or later, I will be expanding my Lost Horizons gamezine. I have just about decided to keep that going rather than merging it with Impassable. Aquarius, the super-deluxe press zine with multi-game scenarios is going on a monthly schedule that will give me one week to run it off! Averaging close to 24 pages an issue is quite a load, but I am a freak so I like it.

#### A LETTER TO THE EDITOR by Eric Verheiden

In response to Len's comments on my notation system, I might point out that his example of the use of my system is rather inaccurate and should read as follows:

A Mar S A Tyo-Pie, A Tyo-Pie, F Nap S  
F Tyn-Ion, F Tyn-Ion, F Adr S F Alb-Tri,  
F Alb-Tri, A Yen (...) S A Tri-Tyo, A Tri-  
Tyo, F Wes C A NAF-Spa, A NAF-Spa, F Lee  
(...) C A Gre-Smy, A Gre-Smy, A Ank-Smy,  
A Mun-Yon

The only "redundancy" here is the use of separate orders for separate units, in common with the vast majority of gamesmasters including yourself. Further, by deleting the parenthesized notations NSU, IMP, etc. which become superfluous with the use of the distinctive slashing notation, my system actually becomes less redundant and more compact than Len's in that respect.

As far as clarity is concerned, each player and gamesmaster will have to judge that for himself. However, it seems to me

that by using a variety of distinctive notations rather than simple capitalization and a few rather inconspicuous single slashes that clarity cannot help but be improved. Further, this is done without a significant increase in the number of characters to be typed by the gamesmaster and even, in the case of systems like yours now in common use, without changes in notation for the large majority, say 90%, of orders. Only in certain relatively rare more complex situations, carefully delineated in the article, are different, as opposed to lengthier or more complicated, notations used to improve clarity. In view of the fact that in all cases, the notation is intended to be as logical and self-explanatory as possible, I find it difficult to accept that my system is actually as "complicated" as you maintain.

Sincerely,  
Eric Verheiden

#### EUROPE 1721 GAMEBOARD REVISITED by Charles Reinsel

The revised Europe 1721 map now has a total of 113 spaces to which the military units may move. 88 of these are land provinces and 25 are sea spaces.

Spain's border situation has been lowered from 1.17 to 0.86 changing it from a good situation like England to an average situation like the Ottoman Empire.

An interesting version here is to add Sweden as a major power! Home supply centers are underlined. The home provinces would be: Christiana, Vardohus, Lapland, Finland, Angermanland, Stockholm, and Goteburg.

Starting units for Sweden would be: Fleets in Christiana and Goteburg: Armies in Vardohus and Stockholm.

Sweden's border situation would be .70. This is weak but slightly better than France or Poland. (see original article in Impassable ??)

This game plays better as a fast-action game where the diplomacy is limited to 5 minutes (only) and strictly enforced, between moves.

An interesting variant!

Genius is the highest type of reason—talent the highest type of the understanding.

—Hickok.

## STANDBYS, WE NEED YOU!

Back here on the 10th page, we remembered to print this important service article. SSIII: Will David Fujihara and Harry Drews please submit orders for Ulster.

72BW: Will Mark Richter and Howard Mahler please submit orders for England?

72CJ: Will ~~Howard/Mahler~~ and Doug Nelson please submit orders for Germany. Schill can back up.

72DF: Will David Fujihara and John McKeon please submit orders for Germany?

Many thanks to those who sent in orders last time. A few are getting in now!

## THEM CHESS GAMES....

Game #1: Wh-F. Harbor, Bl-Fobby Bisher

5. Q-Q2 QxQ(ch)

6. QNxQ PxP

Game #2: Wh-Bisher, Bl-Bpasky

9. P-Q4 K-K1

10. Q-Q Q-N5\*

11. P-KR3\*\* NxKP\*\*\* (white's move)

Game #3: Wh-Blank, Bl-Joe Pro

4. Q-QB3 P-Q4

5. PxP ...

Game #4: Wh-Schmoe, Bl-Joe Pro

5. N-KB3 B-N5

6. B-K2 ...

## THE GREAT PUZZLE CONTEST

The scores for the third and final round:

Howard Mahler: 42+35+50=127

Eric Verheiden: 39+36+50=125

Doug Hollingsworth: 32+35+43=110

James Massar: 41

John Piggott: 30

Mahler's set up: I

Verheiden's set up NO

was very similar. 50 VAN

looks like the most CAP

possible for these OR

letters! BY

So, the winner of our contest is Howard Mahler. He has the option of either \$1.00 or a free game entry. If the latter, we will ask to see what game he wants to play in. We hope that it may be one of our variants. Howard? Let me know.

For Eric who came a close second, we offer him continued publication of his arts.

## HOW TO BECOME A DIPLOMACY PUBLISHER--or--

How to be Really Crazy! --J.B.

Players of the exotic game known as Diplomacy have always been asking me about publishing, or almost everything related to it. I have often wondered if there were many players of postal Diplomacy who might want, in a moment of pure idiocy, to become publishers/gamesmasters.

The actual ratio of the person's involvement as publisher and/or gamesmaster varies considerably in the hobby. Some don't publish anything but the game reports while others may just use carbon copy or cheap postcards. More people gamesmaster several games and publish a diplomacy gamezine including not only game reports, but all the other little goodies such as gamepress, game articles and game news. The number of games, the size of the issues and the circulation of the publications varies. I, for example, publish four amateur zines related to the Diplomacy hobby with a combined average of 52 pages for an average combined circulation of 320+. These four zines average a frequency of one monthly. That figures for a rough and conservative "production" of 60,000 printed pages each year. This, of course, providing I keep up the current pace....

So, you can either take it easy or work yourself to death. The latter occurs rather frequently and one who does die a "postal death" is called a dropout--to use a nice, clean word.

Besides the heroic and unheraled amount of labor you put into the publishing and gamesmastering of postal Diplomacy games, you have to consider the horrendous costs of publishing/gamesmastering. Presumably, one could run an entire game by postcard and with the new prophetic builds and retreats, some GMs are now using, the costs per game could be less than \$13.00. With a cheap \$2.00 gamefee, you would cover a lot of your expenses. Don't forget, however, that if you want to be absolutely realistic in your accounting, you have to consider the cost of letters and correspondence with the players AND other publishers. (Few people can resist answering all their mail.)

Thus, a corollary is that with increased publishing/gamesmastering efforts, you have a direct corresponding increase in letters and correspondence. This is multiplied as a result of have more contacts with other people in the hobby.

(cont. next page)

What else happens to cause a dropout publisher? The person takes on increasingly heavier loads until he realizes (or never) too late that he cannot fulfill his many commitments. The key word is commitments. Why? When one publishes and/or gamesmaster games, he has taken on a job for which he was paid. But more important, the service that he will provide is not a short term service. Postal games, frankly, last around two years on a tri-weekly deadline pace. This can be quickened or slowed down, but anyway you look at it, it is a long time to commit yourself to a schedule. What is likely to happen is that new and more important personal priorities appear to undermine his involvement in the hobby. This can run the gamut from birth of his children (or hers) to his death. Anything that can happen between those two events is also liable to happen.

Almost anyone is capable of running one postcard game, but beyond that point it takes more and more work. Also, to do "better" than postcards, one must have a machine to publish and run off many copies of the original typing job. The two most commonly used are the ditto fluid process and the mimeo ink process. Of the two, ditto is cheaper. Mimeo is more expensive, but has a greater capacity in longer runs of up to 20,000 copies whereas the ditto machine would be lucky to get more than 300-500 copies. Of course, the ditto is quite capable of publishing all the copies you want, but it is not as impressive as mimeo for clarity of reproduction time after time. However, the ditto machine has a color advantage over the mimeo and this may interest some who like to draw with crayons.

If you are fortunate enough to have money for a machine (anywhere from \$100 to \$1,000 or more) and time for the next 2-3 years, you're still not ready unless you have the talents and skills necessary. You must know how to type and to write well. You must have a logical mind that can keep track of deadline dates and to organize your files of addresses, game records, etc.

Last, it helps to fill your games if you have talent in general creativity. Can you draw pictures? Can you write humor? Are you proficient in writing game articles? Can you write press, analyze games, etc?

If you can't, then you will be a boring publisher and few will enjoy playing in your games.

Perhaps the most important factor of all

in being a success or not, is that you must crave to be a publisher. You must love typing, love writing letters, love running off copies of your precious issues, you must love collating the pages, licking the stamps and addressing the copies. If you don't, you need a cat to do it all for you. If not, you'll hate it. Then, no amount of money nor talent nor time will stop you from becoming another dropout publisher.

If you don't really want to publish, we don't want you.

((This editor welcomes comments from other publishers on publishing.--Ed.))

#### SOME MAD RAMBLINGS TO FILL THIS PAGE

I'm not in a mood for puzzles this time around so I'll just ramble along madly...

The hobby as we know it has been slowly changing from an united mass to one that is united. Most of this change can be directed to the I.D.A. and to the members of the IDA. I detect a growing hobbywide concern for better services and for better publishers. The newer publishers have also sensed this mood for they have increasingly improved their first issues' qualities. Also noteworthy is that many new publishers seem to be older in age than many we've had in the past. Certainly, the hobby is growing older and with the passage of time, we will end up with a higher number of older, mature publishers. Still, there is a scarcity of game openings that persists. We do not have enough gamesmasters and publishers, but at the same time, we do want them to be of a high quality--we do not need dropouts!

We hope that any future dropouts will be conscientious as Mark Weidmark who was recently forced to stop publishing. If the dropouts would finance the orphans they created, we wouldn't have much of a problem as we now have with orphan games.

I think it is very farsighted of the I.D.A. to start an insurance project for games by which the individual gamesmasters can insure their games against their own possible dropping out of the hobby. We, of the IDA Council, are currently voting on a suitable insurance rate for the games.

I find myself wanting to do so much more and yet have no more time to do them. This irritates me--that our lives have to be severely restricted to reality. #end#

## BEYERLEIN PLAYER POLL BALLOT #6.

The Beyerlein Player Poll (BPP) is a poll of the Postal Diplomacy community to determine the currently-active players in Postal Diplomacy. Any Postal Diplomacy player, gamesmaster, editor, or publisher may cast his/her ballot for the top 14 (from #1 to #14) currently-active Postal Diplomacy players.

Points are given as follows: 1st place--20 points, 2nd place--17 pts., 3rd--15, 4th--13, 5th--11, 6th--9, 7th--8, 8th--7, etc. The points are then summed for each player and the top 14 players listed by point totals. Results will be published in all interested zines.

Overseas people may use an air-letter form in place of returning this ballot. The BPP is not affiliated with any Diplomacy organization.

TOP BOARD

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_

SECOND BOARD

8. \_\_\_\_\_
9. \_\_\_\_\_
10. \_\_\_\_\_
11. \_\_\_\_\_
12. \_\_\_\_\_
13. \_\_\_\_\_
14. \_\_\_\_\_

## Comments:

Please complete the ballot, sign it, and mail it directly to:

DOUG BEYERLEIN, 3934 S.W. SOUTHERN, SEATTLE, WA 98136 U.S.A.

Incomplete ballots or ballots without signatures will not be counted.

DEADLINE: October 9, 1973

Thank you.

IMPASSABLE #25  
117 Garland Drive  
Carlisle, PA 17013  
U.S.A.

You are wanted as standby,  
see page 10.  
This is your last issue--  
either you make me rich or  
I'll stop the handouts.  
You're lucky to get this  
free sample.

Richard Vedder  
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San Diego, CA 92128



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Tucson, Arizona  
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